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1 [Efficient floating-point number handling for dynamically typed scripting languages](#)
[Shiro Kawai](#)

 July 2008 DLS '08: Proceedings of the 2008 symposium on Dynamic languages
 Publisher: ACM
Full text available: [Pdf](#) (422.84 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

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Typical implementations of dynamically typed languages treat floating-point numbers, or *flonums*, in a "boxed" form, since those numbers don't fit in a natural machine word if a few bits in the word are reserved for type tags. The naive implementations ...

2 [Heap space analysis for java bytecode](#)
[Eivira Albert](#), [Samir Genaim](#), [Miguel Gomez-Zamalloa](#)

 October 2007 ISMM '07: Proceedings of the 6th international symposium on Memory management
 Publisher: ACM
Full text available: [Pdf](#) (343.65 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

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This article presents a heap space analysis for (sequential) Java bytecode. The analysis generates heap space cost relations which define at compile-time the heap consumption of a program as a function of its data size. These relations can be used to ...

Keyw ords: Java bytecode, heap consumption, heap space analysis, low-level languages

3 [Type-preserving garbage collectors](#)
[Daniel C. Wang](#), [Andrew W. Appel](#)

 January 2001 POPL '01: Proceedings of the 28th ACM SIGPLAN-SIGACT symposium on Principles of programming languages
 Publisher: ACM
Full text available: [Pdf](#) (221.47 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

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